



**Regional Emergency Preparedness Advisory Committee (REPAC)
Meeting
NCTCOG / Transportation Council Room
February 7, 2023 / 9:30 AM – 11:30 AM
Notes**

Opening Remarks

Chairs

Roll Call

NCTCOG Staff

Quorum was not met to vote.

Approval of Notes from Last Meeting

Committee Members

Quorum was not met to vote on the minutes.

Business Item

- Removal of Wildland Fire from the Approved Working Group list

Discussion Items

- Updates to SHSP Funding Allocations
 - Law Enforcement went from 30% to 35%
 - Election Security was added as a competitive National Priority Area
 - Cody Powell is looking into some possible software, security, or firewall projects that can be submitted.
 - FEMA will be holding National Priority Calls over the next few weeks
- GY23 Project Funding & Priority Update
 - Anticipated Allocation of \$1.5 Million. We should know the exact amount and project fundings by June.
 - \$525,000 for Law Enforcement, \$135,000 for National Priorities, \$975,000 for all other projects.
 - The EPPC Funding subcommittee and REPAC chairs reconvened last week to review the allocations since the anticipated amount was a lot less than we were thinking it would be.
 - Individual funding allocation lists to the working groups next week.
 - Additional Funding priorities were also reviewed, if more than anticipated funds are received.
- GY23 SHSP Grant Application AAR Meeting
 - The next AAR meeting is scheduled for February 22, 2023, 1:30 pm – 3:30 pm in the Pitstick conference at COG
- Replacement of SME Seats Update
 - We will begin the SME seat replacements to working group seats this year. Nominations for the chosen working groups will open up at the May meeting.

Upcoming Events

- TDEM Technology Summit in Fort Worth next Monday and Tuesday. This is a free event.

Resources

NCTCOG Updates

- David Dixon may be reaching out to some of you for information regarding a project he is working on at UNT.

Committee/Public Comment

Next Meeting:

May 4, 2023

10:00 AM – 12:00 PM

NCTCOG

Transportation Council Room